



MGP

1 2nd

MEGA CITY 909

Cover A
Kane & Zech

WING
SUE
RABBIT
LEE



MEGALOTRON

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Orbital Platform 04934 was the last of the great
doomsday weapons built during the Second Cold War.

They called it "the Hand of God", because when it moved
the Earth would shake and the seas would boil.

But of course, it never did move.

The war ended and the world was united for the
first time under Pax Regnum, the Empire of Peace.

It became custom for newborns to receive a small
neural implant that at once enhanced brain activity
and tempered our baser impulses, those that
lead to violence and anger.

It was called these implants mind control, said they
took away the very things that made us human.
But after a thousand years of near constant
fighting—well, a little mind control was a small
price to pay for peace.

And peace is what we got.

Mankind entered a Golden Age, free
of hunger, disease and bloodshed.

Some thought it would last forever, that we'd
finally recreated Eden, returned to paradise.

They were wrong.





The creatures came last, rampaging across the globe, killing anything they touched.

Some claimed they were demons, others pure, concocted evil. The scientists named them "Pulvers" and said they were psychic parasites designed to possess a man and suck him dry. No one knew if they had just appeared, or if they'd been around forever.

No one knew much of anything, to tell you the truth.

And I don't care what they are. It's not my job to understand them, it's my job to hunt 'em and call 'em whenever they pop up.

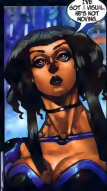
So "The Hand of God" was rechristened into a spy satellite and renamed "The Eye of God".

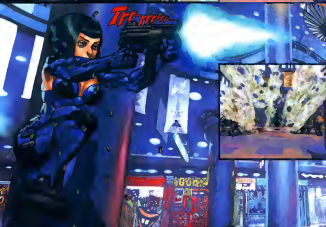
Now, it hangs in orbit, watching for them.

Watching us all.











SHREDDER
ROADBLOCKS ARE OFF
THE CHARTS. BEING
HIT DOWN QUICK OR
WE'RE ALL DEAD



SOMEONE
DARES CHALLENGE
ME IN MY KAMMOCK
OF NINJA



DIE!



WHOA!

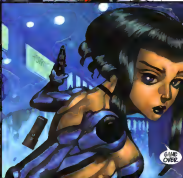


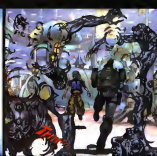
LITTLE
CLOSE



GUYS
REMEMBER THAT
COVER I ASKED FOR?
WELL, I NEED
MORE OF IT. A LOT
MORE

















100

100



1

TWO JOBS
IN ONE DAY WE'D
BETTER BE GETTING
CRISTINE

200

Keywords:
 social norms, attitudes,
 responsibility,
 self-efficacy

Good. I want:
your client from the
2000. Uncompromising
performance.

YOU THINK
THE BLAST
WAS FUN?



McGraw-Hill



100

909

www.pearsoned.com

100

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| TESTING | NO. OF | OVERHEAD | IN | NO. OF | TESTS | TIME |
|---------|--------|----------|----|--------|-------|------|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 |

YOU KNOW
JUST ONCE
IT'D BE NICE TO HAVE
TOO MUCH
INFORMATION.

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AND
SOMETHING
TO EAT

100

This is a dark, tragic story that is the essence of *Scarface*.

909
RD TO SYSTEM

"Lindene Road was an
 east our path away; it is the
 same for, be it joy or sorrow
 Mine's yesterday may never
 be like this morning"

100



999





INHERS CONTROL CENTER IS VIRTUALLY IMPENETRABLE. WE CAN'T DO THIS ALONE. WE NEED REINFORCEMENTS.

DENIED.

SO YOU EXPECT MY TEAM TO JUST WAIT IN THERE AND DETONATE A LOW LEVEL NUKER?



WILTS, TANGO, SAGHAF, I DON'T CARE, BUT GET IT DONE.

THIS ORDER COMES DIRECTLY FROM THE PRESIDENT, WILCO.

YOU HAVE TWELVE HOURS.



HE'S HIDING SOMETHING.

PROBABLY, BUT WE STILL HAVE A JOB TO DO.





To be continued...



**Brand new series from
the creators of internationally
Acclaimed comics, DEFIANCE**



Cover B by
Korean Sensation
Ropie
of Kingdom Under Fire for X-Box

FULLY PAINTED INTERIOR ART!!

MEARCIL 909 Issue #2

**WRITTEN BY: JAMES LEE,
ANDREW DUNN
ART BY: KIANO KIANG, ZACK SUH**



PHOBIA assaults the research facility only to be plunged into a brand hell on earth. Amid the smoking rubble, wanders a monstrous army, its soldiers composed of machinery and dead flesh. Meanwhile, deep inside the wreckage, a powerful psychic force, unlike anything the team has seen before, rises. This isn't some mere parasite, this is something more, something with the power to shake the world. And PHOBIA are the only ones standing in its way.

COMING SOON TO COMIC BOOK STORES NEAR YOU

OCTOBER 2004

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New Line Comics.

Greetings from Studio ICE!
 After spending the past year setting up and coordinating our plans and designing new comics, we are proud to present our pet project, Megacity 300.
 This issue unveils the beginning of the legacy we plan to create.
 Be sure to look for upcoming volumes coming soon.
 We've had a great time making this book and we hope you enjoy it as we have.
 Peace!

Eddie Yu *Editor in Chief*

MEGACITY CREATIVE TEAM



1. **KWANNG KWANNG**
Creator, Character Development, Coloring
2. **ZACK SUH**
Background Development, Coloring
3. **CAI**
Supervisor
4. **JOHN "THE IRON" LIM**
Mechanical concept art
5. **SIGONGSUA MANGA DIVISION**
CAMPING TRIP
6. **Studio Ice & Manga DIVISION**
7. **STUDIO ICE'S GUEST GALLERY**
Let's celebrate this issue. KIM, JACK, SUN, KANG, WONG, MINHOOD, BOON, PU



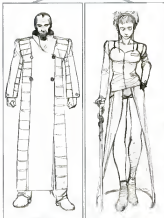
Studio ICE, a studio made in cooperation with Sigongsa Publishing, the largest publishing house in Korea, is now in business. Sigongsa is a Korean-based company with more than 25 monthly manga titles. In addition, Sigongsa licenses its books to various countries across the continents of North America, Europe and Asia.

This newest venture, Studio ICE, is led by Eddie Yu. Yu is a book writer/coordinator who has done works such as "Dark Raven", "Mech Destroyer", "Scarlet Fox", "Defiance", "The God", "Time Seekers" and others. He's been focusing on global and specifically the American comic market for several years. Studio ICE includes a repertoire of very talented artists. Along with well-known "Defiance" artists, Kwanng Kwanng and Zack Suh, ICE's extended artistic family includes "Priest" artist, Minwoo, "Time Seekers" artist, Mark Lee, "The God" artist, Moon Lim, and the artist of the upcoming "Angel Doll", Seavster S. Individually, these artists bring set to life in their own works, but the latent combination of their works is something that has to be seen to be believed.

VASRIO

Humanity is evil.

Vasario doesn't just believe that, he knows it. Vasario looked into the soul of mankind and saw it was black. He had tested justice and would let nothing take it from him. Nothing. Now, as leader of the Phobos team, it is Vasario's job to hunt and exterminate the Pulver wherever they might be. He will sacrifice anything to prevent justice to the carnage he did as a young man... Even if that means giving up his own life.



JAEMINAE

Jaeminae is weak and she knows it.

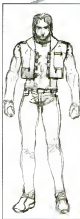
From her perch in Phobia's command center she watches the rest of the team in action. She sees everything, and every hour they kill and Pulver, they eradicate is a reminder of why she is not with them, mercy. Jaeminae's natural empathy, abilities, allow her to read and control the team, but they also keep her from being one of them. So she remains a voyeur, constantly questioning herself: "What if she had in destiny a love?"



TAEF

The first time Taef saw Vaino was at graduation.

They had just completed basic training at The Academy, been in for class, and Vaino was evaluating the newly trained officers. He walked down the line staring each in the eye and, one by one, they turned away. Except Taef. He not only didn't turn away, he smiled, and Vaino smiled back. They had molded himself into the perfect warrior, with reflecting faith in Vaino and his team.



BAENSHE

Like the rest of humanity, she can be pleased but never happy, sad but never mad, annoyed but never angry. Unlike them Baenshe knows there's something more. Why did Baenshe join Phobia? Not to fight the Pulse, but because they push her as close to the emotional edge as possible. And each time Baenshe walks the fine line between like and love or emotion and hate she wants more. A lot more.



PHOBIA

Classified

PHOBIA is the name of the Special Forces team that hunts Pulses, eradicating them wherever and whenever they appear. VASRIO, a calculating ex-soldier leads the unit. JASMINAE is his right hand and tactical aide. HOEK, a Pulse survivor acts as the team's triggerman, responsible for the elimination of hosts. TAEF, the perfect warrior, is their field leader. While BAENSHE, an emotion addict, runs point, clearing a path for the rest.

When a mysterious explosion rocks the INZEN research facility, home to the most advanced bio and nanotechnology on the planet, the authorities are quick to seal off the area and call in Phobia. This team is ordered to detonate a low yield nuclear bomb inside the facility. The job makes Vaino uneasy. With satellite surveillance blocked and communication lines down, once his men are inside they'll be totally cut off. It could be a suicide mission. Add to that the fact his superior refuses to state the nature of the blast, and Vaino is left to wonder whether there are really Pulses involved, or if Phobia is being sent to cover up for a government action that went wrong—or right.

But even with doubts, Vaino knows they have a job to do. He just hopes a few of them survive.



HOEK

Hoek can still hear his mother's screams, and feel her blood dripping from his hands. The screams say that sometime, that the Pulse possessing Hoek at the time was responsible. But Hoek knows the truth, the Pulse doesn't control you in just ways. In the darkest inside there isn't back and switch. What the host does, he does because somewhere, deep down, he wants to. Hoek was one of the first to survive a Pulse attack and he has dedicated his life to wiping them from the earth. He has faced the darkest part of himself and never wants anyone else to have to go through that horror. Hoek is a good soldier, he's saved hundreds of lives, but he takes no pleasure in it. He can't. Hoek promises himself that with every mission, that he'll put a bullet in his brain before giving in to the host again.



It was supposed to be paradise.

After a hundred years of constant warfare, mankind had finally made peace with itself. Humanity entered a Golden Age, free of hunger, disease and bloodshed.

It didn't last.

The PULSES came first, rampaging across the globe, killing everything they touched. They were psychic parasites that attached themselves to a human host and forced it to commit acts of incredible evil. They were nightmares made real.

Now it falls to an elite military unit known as PROBEA to stop the Pulses... wherever and whenever they strike. It's their job to find these creatures, and kill the monsters they create.

Up until now, PROBEA has been hopelessly successful. In fact, they've never before failed.

But things are about to change. And not for the better.



www.studioice.com



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ANOTHER QUALITY
SCAN BY RESIN-DCP



GAP

2 1/2

Cover B
RONE

KANG
SUH
DABB
LEE

MEGA CITY 909



MEGALOT909

Created by KANO KANO, ZACK SUH

Story by JACOB LEE, ANDREW DABB

Art by KANO KANO, ZACK SUH

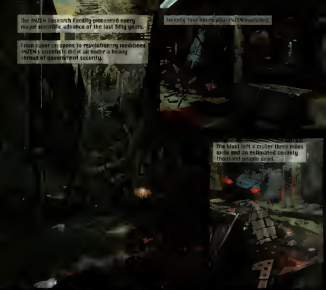
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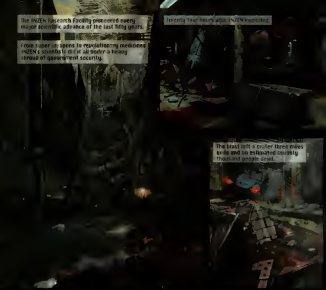
The INGEN Research Facility processed every major scientific advance of the last fifty years.

From super alloys to revolutionary medicines, INGEN's scientists did it all under a heavy shroud of government secrecy.

Just forty four hours ago, INGEN exploded.



The blast left a crater three miles wide and an estimated seventy thousand people dead.



Now the city has moved to DEFCON-1 and sent its last person they always call when it looks like the world's about to end.

Me.

COMMAND, THIS IS
UNUSUALLY WEIRD. TEN
MINUTES FROM THE
PNEUMATIC CYCLE.

RECONNAISSANCE TEAM ORION REPORTS AN UNIDENTIFIED, BUT EXTREMELY POWERFUL ELECTROMAGNETIC FIELD ENVELOPING WHAT'S LEFT OF SEVEN. WE NEED TO FIND ITS POINT OF ORIGIN AND DESTROY WHATEVER'S CREATING IT

DO THEY THINK IT'S A PULSE VIDEO?

THIS IS THE GOVERNMENT THEY KEEP THROWS TO A MINUTE

SO WE JUST WALK IN, PLANT THE BOMB AND GET OUT, NO PROBLEM

OR MAYBE NOT EVERYTHING IN THOSE LABS WAS HUMAN

WE'VE ALSO BEEN ASKED TO CONDUCT A SURVEY OF THE ZONE. THERE MAY BE SURVIVORS

WHO COULD SURVIVE THAT?

WELL, I WANT TO KNOW WHY WE'RE BEING GIVEN RESCUE MISSIONS. I JOINED THIS UNIT TO MAKE SURE NOBODY GOT EATEN THROUGH BURNING

I DUNNO, I THINK IT'S NICE WE'RE BEING ASKED TO SAVE LIVES INSTEAD OF TAKE THEM FOR ORAGE

YOU WOULD. YOU WOULD.





YOU'RE
HOMER!

ON THE CONTRARY,
SECURITY IMPLIES COMPOUND.
BUT WHERE I AM EVERYTHING
IS PERFECTLY CLEAR.
THERE ARE NO SECRETS,
NO LIES, ONLY KNOWLEDGE
AND TRUTH.

THAT'S WHY I KEPT
YOU ALIVE, OLD PIRANA. I HAD
A MOHAMMED, A MATRESS TO MY
POSSIBLE, AND WHO BETTER THAN
THE MAN THAT CAUSED SO MUCH
HURT—SO MANY DEATHS,
INCLUDING MY OWN.



YOU'RE LYING.
I'M A DISGRACED.
I HELP PEOPLE!

NO JESSE, YOU'VE
GIVEN YOUR LIFE TO THE
OFFICE OF PAIN FOR YOUR
DESTRUCTION AND
A SCIENCE.



FOR NO
REASON!



AND THE
WORLD WILL BE MY
WAS TOWNSHIP







NOT BY
BYOND.



I'M ALMOST
IN RANGE, COMMAND.
PERMISSION
TO LAND.

COMMAND?
CAN I HAVE
RANGE NOW?

CARRETT



WIDENING WIDE
COMMUNICATIONS ARE
DOWN AND THAT MAGNETIC
FIELD IS PERIODICALLY
INTERFERING. I'LL GET
AS CLOSE TO THE BUNKER
AS I CAN, BUT FROM
THERE IT'S UP
TO YOU.

WIDEWIDE



BOOMING DESCENT

ALRIGHT PEOPLE, PREP FOR DEPLOYMENT.

JENNINE, FOCUS ON SURVEILLANCE, DROP OUR BARBEDS UP AND THE ARMO' FLOWING.

ROSE, TAKE THE RIGHT FLANK.



TIMP WILL HANDLE THE LEFT.



AND SNEAKING THE TIP OF THE SPEAR.

DISMEMBER, TAKE DRAFT A SLASH AND BURN OPERATION, MAKE SURE SOMETHING'S A THREAT BEFORE YOU START SHOOTING. IF THERE ARE ANY CIVILIANS STILL ALIVE IN THERE, I WANT THEM TO STAY THAT WAY.



TOUCHDOWN

BROOOM



COME ON
BABY, LET'S SHOW
THEM WHAT YOU
CAN DO.

shreeee



I'VE GOT
A COURSE FOR
THE OUTER WALL
AND AN ENGAGING
SENSORS

THAT'S ODD
I CAN'T DETECT
ANYTHING, NOT
A PULSE, NOT
MOVEMENT, NOT
EVEN STATIC ON THE
COMM-LINES. IT'S
LIKE THE WHOLE
WORLD WENT QUIET
ALL OF THE
SUDDEN.



EEEE



THOOM!

WELCOME TO
TOWN, BOYS
AND GIRLS.

I'M
ALREADY
READY!

WIFE
CLEAN, JARHARD
SET UP YOUR
PERIMETER

YOU
ENJOY THE
TRIP?



SELF-DEFENSE
BARRAGE
ENGAGED

AMMUNITION
UPLOAD SPEED
OUT AT THREE
HUNDRED SECONDS
PER MINUTE

DAZE EYE
DEPLOYED



I'M DESCENDING
STAIRS
NOW!



LOOKS LIKE
THE ENTRY POINT'S
BLOCKED.

WELL, IF WE CAN JUST
BLAST OUR WAY
THROUGH, WE'VE GOT
UNLIMITED EXPLOSIVE
POWER. ABOUT AS
WELL USE IT.

NOT
EXACTLY THE
MOST ELEGANT
SOLUTION,
BUT...



HOLD ON,
THERE'S
SOMETHING
THERE!





10

NOT A
WEAPON

A SCOUT

CRUNCH

WHAT
THE HELL IS
THAT?

QUESTIONS
LATER, GULLETT
WROTE

TRICK











IF
CONSOLE'S
SHAKED
OUT!



OUR ENTIRE
NETWORK'S
FALLING!



THE
BARRER'S
DOWN!



RE-ROUTING
THROUGH THE
SECONDARY
COMMING UNIT!



NO GOOD.
WE'VE BEEN
HACKED!



JACKING
THE AMBULANCE
THROUGH LAR HAS BEEN
DISCOVERED AND WE'VE
LOST CONTACT WITH
THE TEAM



SHUT DOWN
ALL SYSTEMS AND
GET OUT OF THE
VEHICLE NOW!

BARRER'S
DOWN THIS HAS
BREACHED OUR
POWER CORE!







Gaze upon the Rapture incarnate!



To be continued...



Brand new series from
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of *Defiance*



Cover B by
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of *Magikart*

MEGACITY 909 Issue #3

WRITTEN BY: **WOO LEE,
ANDREW DODD**
ART BY: **DAVID BING, ZACK SUH**

FULLY PAINTED INTERIOR ART!!!



Trapped in the wreckage of the **INOZEN** research facility, Youssef, Hank, Tarp and themselves battle a never ending army of killer machines. While deep beneath the rubble, Roseanne discovers what left Dr. Jarman...
learns the secret of how single women at Martin Kananak become a psychic monster bent
on destroying the world, and more disturbingly, his own to her own
dark past and even darker future.

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NOVEMBER 2004

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Studio ICE and Devil's Due presents an exciting all-new comic series, **MEGACITY 909**

System

CPU: Pentium 4 2.4GHz + Pentium 2 700

Memory: 1024MB + 512MB

Videocard: Matrox G450 + GeForce Ti 4600

Monitor: KDS 19" + Samsung 202GL

Tablet: Wacom Intuos2 6 X 8

1. Sketch

The most important part of any drawing is in transferring the concepts and images in your mind onto paper. I usually use a mechanical pencil on B4 paper. This particular illustration is going to be it showing that of a character with simple hair style, so first I sketch it out in a thick form.

It is also possible to sketch using a tablet and monitor, but it doesn't let me see the overall flow of the illustrations constantly. So I usually prefer paper and pencil myself.



2. Scan and Edit

When the drawing is completed, I scan the pencil work. Considering the size of the B4 paper, 300-500 dpi seems should be good enough for most occasions. However if an illustration is to be used as a poster or other type of larger print, 600-1000 dpi can be used. In this case, it was scanned at 300 dpi (2500 x 3000 pixels) to preserve.



Scanned lines are usually not perfect. So the line work must be cleaned up using programs like Adobe Photoshop, using its level adjustment.

Image >> Adjustments >> Levels >> (Ctrl+Shift+L)

By using these controls, I make the white part of the drawing whiter and the black darker.

If the drawing looks very crisp and satisfactory, then I go in and clean up the lines even more, getting rid of unwanted dots and other forms of artifacts. If it's necessary, sometimes I use the brush tool to draw over the line to get a very clean line, but I usually enjoy rough pencil lines.



3. Layer Creation

Now, I convert the cleaned up line to a Layer. As you probably know, this is done to protect the finished line from being drawn or colored over.

Generally there are two ways to make lines into layers. One way is to make a duplicate of the drawing and change the layer mode into "Multiply". Another method is to use Alpha Channel and make only the dark lines into separate layer.

First, let's look at the "Multiply" method.

In the Photoshop layer window, I duplicate the screen (it's called "Background") in the Layer window by right-clicking on the original layer called "Background" and select "Duplicate layer". This will generate a duplicate layer called Layer 1. You could leave the new layer anything you want but it's not important. And then I change the mode of the duplicate layer (Layer 1) to "Multiply" mode and erase the original "Background" layer. After this process, I convert the file to RGB color (original color was "grayscale") and open the file in Painter to color.

Tip



Two methods of the

The "Multiply" method is the simplest of the two as well as requiring a little less stress on the CPU and memory. When I was using an old computer, this was an important issue. Alpha Channel method is a little more complicated, but it's easier to edit the line (ex. recoloring the line).

Tip

Alpha Channel method

Each channel is essentially a selection in which the black part is empty and the white part is full. This method uses Alpha Channel to create a layer of line which sit on top of a clear background.



First, select all in the background layer and copy it. In the Channel window, make a new alpha channel by clicking on the "New Channel" button and "paste" the copied background to it.



In the Layer window, make a new layer. Go to >Channels> Menu and click >Channels> - >New> Channel (Alpha 1).



Press "Invert" button on the bottom and click "OK". This selects all of the dark parts of the drawing(line). Now fill the selection with black by choosing >Edit> - >Fill>. After that, I usually erase the line in the background layer and create the Alpha channel. I think this method, you'll get a clean line-only layer with 256 levels of grayscale that you can edit anyway you want it.

4. Pointing - Base

I use Pointing & coloring. I put the base color over the entire area, and then add base character color. Many times, the overall color of a portrait can be determined by the color of the skin, so I tend to work on skin first, but the color of skin does not base in the light image.



After all the base color of skin, a weapon, clothes, etc. are painted, I set the light source and start shading. I follow the simple rule of "The opposite side of the light source is dark". Again, it's very important to check the overall tone of the illustration consistently during the shading.



When the drawing is shaded enough, I "drop" the layer. I put the background layer. From my experience, it seems it's better to merge the base and the colored background early on to have a more homogenous result. Of course, I also adjust the base layer's a little more to make sure it merges nicely with the background layer by changing color of the skin or level tones.

Tip

Shading

Unlike natural media, CG coloring doesn't require an order of shading, but I typically color from light color to dark color. In this portrait case, I colored the light part of the picture first and then shade them darker. And for the darker part of the picture, I put in the dark base color and then add lighter shading. Of course different people approach this in different ways, and other ways are just as effective.



Tip



Layers in Painter 9

It was improved from Painter 7 and above, but in version 8, the layer system has some issues. Even though the layer has an empty value when you use a brush with bleed characteristics, they show blending with white color. This problem can be corrected by going into "Win" menu of "Brush Control" and change the "Bled" value to 0. If you update Painter to 9.1, there is a new menu that corrects this problem.

6. Completed

It's completed. Since it's a sample close up, the process wasn't too complicated. Many irregularities, especially in extremely dark areas, are hard to detect from the monitor, so it's very important to use as many other resources as possible to check the look (as in the finished work). Also, it's essential to consider the printer and its adjustments based on mass production.





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MU

Issue #1

Story by **Andrew Dabb,**
Manson Khan

Art by: **Mark Lee**

Colors by: **Kano Kang, Zack Suh**

Long ago the dark god Seseurus came to Mu, destroying all who stood in his path. Only the daring of two heroic warriors stopped him, together they defeated his armies and saved the world. Now, a thousand years later, a scholar has discovered that the shadow lord's prison is weakening. Seseurus is coming back. But can a simple librarian convince the feuding nations of Mu to band together? Or is it already too late?

Cover B by
Korean Mega Artist
Ropie,
*of Kingdom under Fire:
The Crusaders for X-Box*



COMING SOON
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STORES NEAR YOU
NOVEMBER 2004

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Team DCP

**A World of Possibilities
Within our Grasp**

The Green Team

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Cover B
Hyung-Tae An

KANG
SUH
DABB
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MEATU'909

Created by KANO KANG, ZACK SUH

Story by JACOB LEE, ANDREW DABS

Art by KANO KANG, ZACK SUH

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Hyung Tae KIM of MegaCovers

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THEY HAD
BEEN WAITING
FOR YOU, A CHILD WHO
WAS PERFECTLY IN
TUNE WITH THE SPIRIT
WORLD, A CONTACT
BETWEEN THAT
WORLD AND
OUR OWN.

YOU WERE
BORN BY THE
THUNDER, IN ANCIENT
ARABIA, OF DESERTS
AND BUILT AT THE
CROSSROADS
BETWEEN LIFE
AND DEATH.

BUT WHEN THEY
TRIED TO RELEASE
YOUR POWER,
YOU REFUSED.

YOU WERE
AFRAID.



YOU
REJECTED
THE THUNDER
FOR FEAR.

AND WHEN
YOU COULD
NEITHER FIGHT
NOR ESCAPE,
YOU ATTEMPTED
TO TAKE YOUR
OWN LIFE.

BUT IT WAS
NOT TO BE.



SO YOU ARE
CALLING YOURSELF
JANNAT. YOU CAME
TO THE CITY NOFRAH
TO DISCOVER SOME
MYSTIC PAST IN THE
CORNER OF
THE FUTURE.

SINCE IT
WAS NOT TO
BE, THE MAGIC
CONSUMED
YOU.

YET
THE POWER
STILL BURNS
INSIDE YOU.

NO...
THAT'S NOT
MY NAME!

THAT'S
NOT WHO
I AM.

SSSSSS



STILL FIGHTING
STILL AFRAID?

I SHOULD HAVE
EXPECTED AN ARMY
OF DEMONS. YOU ARE
ALIVE, AND AMAROK
HAS ALWAYS BEEN
RULED BY FEAR.



BUT I FEAR
YOU ARE ALIVE.
I COULD HAVE
ACTUALLY HAD THE
POTENTIAL TO
DEFEAT ME. AND
WHEN I AM
DEFEATED, I AM
FIRE AND FEAR
BETWEEN

I'LL LET
YOU LIVE,
IF ONLY FOR
MY OWN
REASON.



WHAT ARE
YOU?



I AM ALL
THAT HAS BEEN,
AND ALL THAT WILL
EVER BE.

WHAT
DOES
THAT MEAN?

I'LL BE
WATCHING
YOU
EVERYWHERE.

TRY AND DO
SOMETHING.





A MIX-UP, FIVE
HUNDRED BOUNDS AND
A MICRO-WIRE



BEEP

THINK BOB
FOR THE
EMERGENCY
KIT.

KA-CHA

THAT THING
WANTS TO BE
ENTERTAINED
I'LL GIVE IT A
FEW WORDS
SAID IT'LL
NEVER
FORGET

I JUST
HOPE THE
OTHERS ARE
ALEIGHT





COMMAND
ARE BACK?

YOU'RE COMMAND
THROUGH LOUD AND
CLEAR CHANNEL
WHAT'S YOUR
STATUS?

THE ART IS
DOWN, BURNS AND
RODGERS ARE DEAD
AND I JUST HAD A
CONVERSATION WITH
OUR TARGET.

WARRIOR
CAN YOU
HEAR ME?

I DON'T KNOW
BUT IT'S...IT'S
POWERFUL. LOOKING
AT IT WAS LIKE
STEEPING INTO THE
EYES OF GOD.

IT FELT LIKE
I WAS IN THE
PRESENCE OF
SOMETHING
THAT SHOULDN'T
SOMETHING THAT
COULDN'T
EXIST.

THE TARGET
MADE CONTACT
WITH YOU? IS IT
A PULSAR?

YEAH,
I KNOW THE
FEELING.

THUD

THUD

THUD





YOU KNOW
WHY I CALLED
YOU, NOW ARE YOU
GOING TO DO IT
OR NOT?

THEY'VE
LONG TIME
NO SEE

What do
you wish of
the Thesata,
wayward
one?

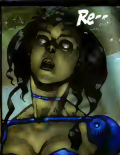
As the gods
commanded us,
we shall obey.



















HE'S ANGRY!

NO BOMB BOMBS
LIKE THE SUN,
IT WILL DESTROY
US ALL!



WHO?



BOOM!



WORTH
KUSHAK? THE
MURDERER?

NO, THE
DEMON!



MARTIN KUCHARSKI
WAS MORE THAN A GENIUS—
HE WAS WHAT EVERY GENIUS
LONGS TO BE: BRILLIANT,
COMPASSIONATE AND DRIVEN
TO MAKE THE WORLD
A BETTER PLACE.

AS EDUCATION
INTO PHYSICS AND
BIOCHEMISTRY
ADVANCED OUR
UNDERSTANDING
IN THOSE FIELDS BY
HUNDREDS OF YEARS,
AND HE WAS
JUST GETTING
STARTED.

I MATED HIM
FOR THAT.

AFTER THE WAR,
THE GOVERNMENT FORMED
IDEEN AND I TO WORK ON A
PROJECT CALLED
MICRO-VISION EYE.

A FUTURE IDEEN
WOULD CREATE.

WE DID GREAT
THINGS IN THE
EARLY YEARS.

TECHNOLOGIES
IDEEN PIONEERED
IMPROVED BILLIONS
OF LIVES.

BUT THAT WASN'T
ENOUGH FOR MARTIN.
HE DIDN'T JUST WANT A
BETTER TOMORROW.
HE WANTED
PROTECTION.

HUMANITY WAS
ENTERING A NEW AGE.
TOGETHER WE WERE
MAKINGS HAND-IN-HAND
TOWARD THE
FUTURE.

UTOPIA.



THE KEY WAS
RENEWABLE
ENERGY.

IF A SOURCE OF
UNLIMITED POWER
COULD BE FOUND, IT
WOULD ELIMINATE THE
DIVIDE BETWEEN RICH
AND POOR.

IT WOULD
ALLOW MANKIND'S
DREAMS—ALL OF
THEM—to BECOME
REALITY.

HE STUDIED
THE WAY RIVERS
ARE ABLE TO DRAG
IMMENSE AMOUNTS OF
ENERGY SEEMINGLY
OUT OF THE AIR.

BUT WHERE
THEY FAILED,
MARTIN
SUCCEEDED.

AND HE
FOUND A WAY TO
REPLICATE IT.

IN THE RIGHT
HANDS, UNLIMITED
ENERGY WOULD MAKE THE
WORLD BETTER. BUT IN THE
WRONG, IT COULD BRING
UNBELIEVABLE
HAVOC.

OUR MASTERS
IN THE CAPITAL
WERE NOT WILLING
TO ALLOW EVERYONE
ACCESS TO THE
POWER OF
A THOUSAND ATOMIC
BOMBS AT THE FUP
OF A SWIFT
THEY WERE
FOOLS.

MARTIN WANTED
TO IMMOBILIZE HIS
DISCOVERY, TO SPREAD
IT AROUND THE GLOBE,
BUT THE GOVERNMENT
REFUSED.

P-44

BUT MARTIN
BELIEVED IN THE
BASIC GOODNESS
OF MANKIND. HE
THOUGHT IT TO MAKE
HIS RESEARCH PUBLIC
WOULD BRING THE
CONSEQUENCES.

I WAS IN
CHARGE OF INZEM
AND IT WAS MADE
CLEAR THAT MARTIN
WAS MY PROBLEM.
I SOLVED IT.

I HAD HIM
AND HIS FAMILY
KILLED. THEN USED
MY CONNECTIONS
WITH THE POLICE
AND MEDIA TO PAINT
THE WHOLE THING AS
A MURDER-
SUICIDE.

MARTIN WAS
DEAD, DISSECTED,
AND HIS RESEARCH
WOULD BE KEPT
PRIVATE. EVERYONE
WAS HAPPY.

BUT
SOMETHING
WENT
WRONG.

AS PART
OF A NEW PROJECT,
MARTIN HAD
TRANSMITTED A COPY
OF HIS CONSCIOUSNESS
TO THE LABORATORY
HYPHOMED.

WHEN IT LEARNED
HE'D BE EXECUTED,
THIS OTHER MARTIN
WENT INSANE. HE
DESTROYED INZEM'S
COMPUTER SYSTEMS
AND ESCAPED TO
THE NET.

THIRD,
SOMEHOW HE WAS
ABLE TO CREATE
A NEW PHYSICAL
FORM.

ONE THAT
WILL SHAKE THE
VERY FABRIC OF
THE UNIVERSE.





WHATEVER
THIS IS, IT LOOKS
LIKE THE GEM
WEAPER DOES THESE
DECORATIONS

AT LEAST
THERE ARE NO
GEM WEAPERS
TRYING TO KILL US,
THAT'S A PLUS
IN MY BOOK

MADE
TOO

JAMMER'S PAST
IS COMPLICATED
SHE SAVED US, BUT IN
DOING SO WE MAY HAVE
BEEN REMOVED FROM
WHAT'S TRADITIONALLY
KNOWN AS REALITY

I DON'T KNOW
WHERE WE ARE AND
TO BE HONEST, I DON'T
KNOW IF WE'LL EVER GET
BACK, BUT IF WE STICK
TOGETHER, AT LEAST
WE HAVE A CHANCE

I FOR ONE
PLUN ON COMPLETING
THE MISSION, AND
YOU WITH ME?

GOOD
STRENGTH
AND MORALE,
HEN

LET'S
MOVE OUT

I AM TIFA'S
WHAT I LOVE
ABOUT THIS JOB,
IT'S NEVER
BORING

IM
IN TOO

AND ME



To be continued...

System

CPU: Pentium 4 2.8Ghz + Pentium 2 700

Memory: 1024MB + 512MB

Videocard: Matrox G450 + GeForce Ti 4600

Monitor: KDS 19" + Samsung 20G1d

Tablet: Wacom Intuos2 6x8

1. Drawing

This time, the drawing was done based on a design by Kyung-Ae Lee (Thank you). Unlike the angel in the original, my version of the angel will be a fallen angel with broken wings in contrast to typical theme novels/arts. I want the angel to have the lost and confused feel while still retaining the bright and shining characteristics of an angel.



I want to make an artwork piece with an impressional composition and feel, so the only reference I'm using for this pencil sketch is the original sketch of the main character. The rest is done digitally.

2. Scan and Edit

Just like the last time, the drawing is scanned at 300 dpi and Grayscale. The line is adjusted and cleaned in Photoshop and is opened in Painter. I usually sketch on 64-sized paper, and it is a little big for a typical scanner to scan all at once (Unless of course, you have a large-format scanner, but those are quite expensive). Using a typical scanner, the drawing has to be scanned twice, once from each end, and then those 2 scans need to be stitched together. However, there are few things to-keep in mind when stitching images.



Tip

Stitching Right and Left

This process did not have to be followed exactly with perfect alignment. Actually, it's usually impossible to align the drawings precisely so that two scanned images fit perfect anyway, so you will always have to adjust them after the scan. You can rotate the scanned images by pushing «Ctrl+R» and then rotate the images (to copy the movements of course). When both images seem pretty closely aligned, put both images together and match the lines. After that, use the move tool «M» to move overlapping lines, and move tool «V» and the cursor key to rotate the lines better. Once you are satisfied with the lines, then «Merge» both images.

Once the line work is completed, make a line layer and open the file in Painter to color (this is done in the same manner the previous tutorial explained).

3. Base Painting

The painting of this drawing isn't much different than the previous painting except that there are backgrounds, so therefore a lot of attention is paid to the scene lighting.

One of the most important aspects of painting is deciding on the light source and materials in the scene. I generally have to decide if the color and the type of light source are more important or the natural color of the materials before I start painting.



The reflected light of the scene is the main focus of the coloring in this sample.



The script focuses on the natural color of the object.

Of course it's usually not completely one or the other. Typically you have to use a combination of them to get the most desirable effect.

In this case, the dark, black, blue scene should start like the color of the cloth of the angel, but the overall contrast will be kept for the sake of maintaining the characteristics of an angel.

First, look at the overall composition and mood, and set the base color.



The effect will be on the right side of the drawing. Using just a little bit of white. I start with some gradient on the right side, and some orange reflected light is added from the left side - this helps to emphasize the busy stream side light. On the left side, only select parts of the stream are highlighted and the rest stays pretty dim for now. Of course look at this note the character is colored.

The background is roughly completed, so now I'll move into the character portion.

For the character, I make a new layer with *pick up underlying colors* option on. The base color of the character shouldn't pop out too much from the background for now.

Tip

When you use a brush with *blend* characteristic on a layer in Painter 8, sometimes the color comes out divided with white. In the previous tutorial, the method of using *G Blend* was discussed. There's also another method, which involves using Painter 8's *pick up*. When you use the *pick up* (or use a subsequent version of Painter such as 7 or 8), there's an option called *'pick up underlying color'* on the layer window. With this option on, colors blend with background colors without any problem.



Of course it is not exactly the same as if you were to mix all the layers and color on the single composite layer.



Now the basic shading is done. Typically this type of drawing should start with dark, and shade toward light, but I don't want the angel to get muted and confused, so I start from mid values.



I straighten shading on the mid value.



I tone down the background a little and add details on the wings.



There are many methods that can be used to edit the color values but they are not easy to use. For now, stroke balance, channel/curves, or levels in Photoshop should be good enough for the task.

Note that the base color of the character is completed, the extreme outer edge is cleaned with the eraser tool, and then all layers are merged into one before starting the details.

4. Painting - Detailing



I added facial details, and different reflection highlights, depending on the materials (such as skin, wing, etc.)



I added a slight lip on the bottom of the dress even though it wasn't on the original. The lip was made in Painter, and was applied in Photoshop using the blending option.



There is a lot of light coming from behind the character, so highlighting is applied to the edges of the character. In the case of the face and the highlighting, do the same as would be done for a character, make a layer with "pick up underlying color" and work on the layer.



When I'm satisfied with the character, I go back to the background to add more details.



The color tone of the character and the background are adjusted with "color balance" and "curves" in Photoshop. And to accentuate the character, I'm also adding the glow effect.

A glow effect that wraps the character lightly can be done through using the following method:



First, **right-click** **white**, and click on the character layer in the layer window to select the area of the character.



Make a new layer and fill the selected area with white (or other appropriate color) by pressing **<alt>+<back space>**.



Deselect the selection, and apply **-filter> -blur> ...> Gaussian blur>** to make a glow effect.



Of course the glow layer has to be below the character layer. You have to play with opacity of the layer to make sure the glow is not too strong.



More detailing and touch ups.

5. Finish

Finally the coloring is complete.

As in the previous work, now I clean up my artwork, and fix up the levels and do any other color depending on the printing.

This type of reinterpreting of an established character (like art) is a great way to learn and explore new ideas. Seeing how others interpret and express ideas differently than your own on the same topic and subject broadens one's perspective and experience.

In the next lesson, we'll take a look at different painter brushes, and coloring styles.



The dead have risen.

Creatures, half flesh, half machine, surge through the ruins of the INGEN research facility
Unstoppable. Infinite. And crying out for blood.

The monsters surround PHOBIA, coming at them from all sides, driving them back.
Jasmines, out off and alone, is their only hope. But she has problems of her own.

The Beast is all fire and darkness.

It towers over Jasmines, and when she stares into its smoldering eyes it is like looking
upon the face of God.

Its voice sears her skin crawling, but the Beast makes no threats, promises no violence.
Instead it tells a story. Jasmines's story. The tale of her dark past, and darker future.

For the Beast knows her. It knows all.
And that knowledge gives it the most powerful weapon of all: truth.

Devastating truth that, once spoken, changes everything.



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MEGA CITY 909

Cover B
Mark Lee

KANG
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THIS SPOT
HELL, IT'S TOO
ORDERLY. TOO
MUCH LIKE OUR
OWN WORLD.

OUR WORLD?
FUCK! BACK HOME
I THOUGHT STARCH
POPPERS WERE
PRETTY TALK ON
THE GROUND.

SOME
CULTURES BELIEVE
THAT WHEN A PERSON DIES
THEIR SPIRIT GOES TO A SORT OF
IN BETWEEN REALM, NOT QUITE
THE REAL WORLD, BUT NOT
QUITE THE AFTERLIFE EITHER.
A PLACE WHERE SOULS
ARE PURGED.

THOSE AREN'T
DEMONS, THEY'RE
CORRUPT SPIRITS, AND
WE'RE NOT IN HELL.
WE'RE IN LIMBO
PURGATORY.

PRELIM
ISN'T ANY
DEAD.

YOU SAY
THAT LIKE
IT'S A BAD
THING.

ARE
IT RIGHT
IS.

ACTIVATE
YOUR MUSCLE
ADAPTORS.
MAX THEM
OUT.



YOU KNOW
SOMEONE THOSE
KILLER ROBOTS
DON'T LOOK
SO BAD.

ARE
BAD, RIGHT
A BARE.

BOO

FZZ

FZZ















AM I DEAD?

NO.

NO, THAT
WOULDN'T BE TOO
BROAD. HE MIGHT
WALK IT OFF FOR ME.

JASMINE.

FOSTER WITH THE
DISCREETMENT.

WHAT'S
YOUR NAME, BOIT?

FROM.

OF
COURSE, THEN
YOU'LL HAVE
HEARD OF THE
HELLBOARDS' TEST.



EVERYONE
HAS. THEY WERE
TOP LEVEL BLACK
OPS, ASSASSINATION
SQUADS, SPYWORK
BUT AFTER THE WAR,
THE UNIT WAS
DISBANDED.

THEY'RE
GONE.

GONE, BUT
NOT FORGOTTEN.
THERE WILL ALWAYS
BE A PLACE FOR MEN
WILLING TO DO
ANYTHING. JASMINE
ALWAYS.

WHEN I
INFORMED CAPITAL
I NEEDED SOMEONE
TO KILL KUBARKO,
THEY SENT ONE OF
THE HELLBOARDS
TO ME.

THE NAME
WAS KUBARK.

JAX ARROW.

HE WAS FAST



UNCLIPPING



AND MINELY EFFICIENT



A TRUE PROFESSIONAL



THE SORT OF MAN
YOU WANT AS YOUR ALLY
NOT YOUR ENEMY

GO AFTER HE
MURDERED MARTIN
I HATE HIM





AND THEN IT STARTED.
SYSTEM MALFUNCTIONS,
DISK FAILURES, LOST DATA
STREAMS, CORRUPTED
FILES. EVERYTHING THAT
COULD GO WRONG, DID.

I KNOW NOW THAT
KUBANASHI'S ETHICAL
DILEMMA WAS BANNED ALL
THE WAY, BUT AT THE TIME
I HAD NO IDEA.

AND BEEN WRIGHT MARTIN'S
ONLY TARGET. STRANGE THINGS
STARTED HAPPENING TO THE
GOVERNMENT'S SYSTEMS AS
WELL. FOR A TIME, THEY CALLED
UP ALMOST EVERY ONE POSSIBLE
REASON FOR HELP OR ADVICE.

THEN THEY JUST
STOPPED.

NONE OF MY CONTACTS
IN CAPITAL ESTABLISHED MY
CALLS. IT WAS LIKE
THEY'D VANISHED FROM
THE FACE OF THE EARTH.

OR I HAD.

I DECIDED HAD TO
CONTACT HIS OLD
EMPLOYER AND FIND OUT
WHAT WAS GOING ON. I
NEEDED INFORMATION.

BUT HE REFUSED.

HE'D DISAPPEARED BEFORE
THE EXPLOSION, BUT THE
LAST THING HE TOLD ME
STILL BURNS IN MY BACK.

"THE GOVERNMENT MAY MAKE
MISTAKES, BUT THEY DON'T MAKE THEM
FOR LONG. THEY FIX WHAT'S BROKEN,
EVEN IF THE COST IS FOR SOME
WORDS THAN THE DISEASE."

AND I WONDER IF THAT'S
WHAT DID ME. I WONDER
IF THAT'S WHY THEY LET
MARTIN OUT.

THAT
YOU'RE SAYING
CAPITAL ALLOWED
KUBANASHI TO
BECOME
THAT THING?

LEFT IN THE
NETS, MARTIN COULD
HAVE EFFECTED THE
WHOLE OF THE EMPIRE.
TWELVE MILLION PEOPLE
WOULD HAVE BEEN AT HIS
MERCY. BUT HE CAN
ONLY DESTROY
ONE CITY.

IS THAT
A SACRIFICE
THEY'RE
WILLING TO
MAKE?

THINK IT
MAY BE.



INZEN



WELL, THAT'S
NOT GOING TO
HAPPEN. I'VE GOT A
MICRO-NAKE WITH
THE PLANNING
AGENCY'S NAME
ON IT

I'LL BLOW
HIM BACK TO
HELL



THE
CENTRAL
CONTROL-
ROOM!

FLOOR 102.
IF IT'S STILL
THERE



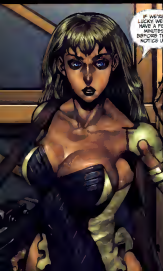
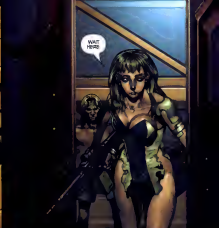
I DON'T
SUPPOSE YOU
HAVE ANY IDEA
WHAT WOULD SO
WAITING FOR ME
IF THERE?



FOR
DESTRUCTION
DEATH

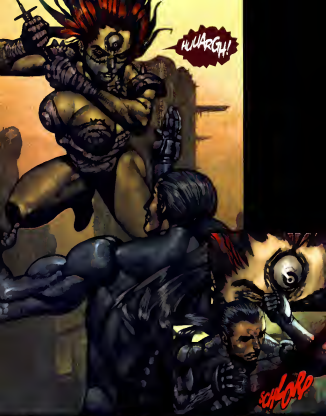


RIGHT.
JUST ANOTHER
DAY AT THE
OFFICE











WOOF! I SHALL
SEE YOUR
OTHER GOLF,
FLECMANN!

REVEAL
IT TO
ME!



HOEK!

I'LL KILL
YOU
THREE-EYED
BITCH!

YOUR STRONG
BOY IS IN
CONTROL!





FORCE
IT UP.

WE
ARE.



MY GOD
I HAD NO
IDEA...



FROM THE TEN
YEARS YOU WATCHED
US. YET YOU NEVER
GAINED THE FULL
EXTENT OF OUR
POWER.

BUT WHEN
GOOM YOU
WILL.

WHEN GOOM
ALL THE WORLD
WILL POWER
BEFORE US.



DON'T JUST
STAND THERE.
ATTACK IT!

ENOUGH!

THE
END
NOW!



TO BE CONTINUED...

The title of this piece is Jinguji Saburo

Before the Lesson,

Hello, this is Hyung-Tae Kim. It's already time for the 3rd lesson here. You've probably noticed some repetitions in these lessons. These repeated procedures are important parts of illustrating and need to be repeated early on because they are essential components, so get used to these procedures.

Traditionally, in many kinds of art, "lighting" is always at the center of attention, although sketching, composition, and other elements are also very important. Especially in CG, how the lighting affects the color is definitely one of the most challenging and essential parts.

1. Original

Jinguji Saburo is the main character of a popular Japanese detective adventure game. Its popularity has been incredible, dating back from the first title, published in 1987 to the recently released 10th title, "Detective Jinguji Saburo - Innocent Black". One reason for this fame is due to fact that the well-known and very talented Katsuya Terada (Virtua Fighter 2, Blood the Last Vampire) is the character designer and illustrator.

In this illustration, I follow the mood set in "Innocent Black" and draw Jinguji smoking a cigarette in front of some blinds.

In this illustration, the direction of shading goes from dark to light unlike most typical CGs. Especially in the case of a character illustration, in which most of the material's colors and details need to be shown clearly, they are usually colored from light to dark. However, you can achieve a very strong and contrasting image if you plan out and use both shading methods together in different areas.



► For example, this illustration focuses on the red color of the main girl in the center, and the rest of the illustration uses the sepia green tone to anticipate (or) accentuate the red even more.



Since the main concept of the illustration is lighting contrast through the window blinds, the sketch itself only needs "sketches," not necessarily a lot of details. I just have to make sure that the "image" feels similar to that of the original character design.

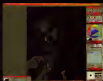


2. Scan and Edit

As usual, the sketch was scanned at 300 DPI grayscale. After level adjustments and the typical clean up, the file was saved and opened in Painter. Because this illustration won't need strong lines, I can make the lines a little brighter. It's a good idea to clean out all the unnecessary rough lines as well.



3. Painting - Base Lighting



In order to create a scene that is successful in terms of lighting and showing the light filtering through the window panes, the interior needs to be very dark. Therefore, I use a dark base color first, and then slowly paint in more and more of the lighting.

The main light source will be from outside the room coming in through the blinds, but there also will be a subtle wall light source in the room as well. To create the red light source, I add some subtle reflective light around the character.

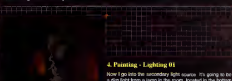
I shape out the light area a little more to give it a three-dimensional feel. I also shape out the dark area, but much more subtly.



◀ I have to make sure that the dark areas are not too defined. Since there isn't a direct light there, any details should be very subtle if visible at all.

I put the darkest tone near the window area to help to distance it from the character, and then blend it into the background tones as it gets farther away from the window.

▶ Now I begin doing the finer details. I just have to make sure Jigsaw's primary facial characteristics, such as his large forehead, deep eye sockets, and his high but not too sharp of a nose are well defined.



4. Painting - Lighting 01

Now I go into the secondary light source. It's going to be a dim light from a lamp in the room, located in the bottom right-hand corner of the illustration.

Since it's a subtle secondary lighting, I try to stay within a small area of the illustration with this lighting.

5. Painting - Lighting 02

Once the general lighting in the room is done, I go into the most important part of the illustration, the main light source through the window blinds.

First, I set the shape of the blinds. This has to be executed exclusively using bright light, so getting the right shape and perspective is very important. After the shape of the light coming through the blinds is completed, the lighting shows on the face is shaded.



6. Painting - Detail Up!

Since it is a character close-up illustration, a little more attention needs to be paid to the definition on the face.



▲ Jinggi's deep eyes and nose are the most important part of the face, so I spend more time adding details here, not only in the bright areas, but also in dark areas as well. The hair isn't exactly straight, so that needs more attention too.



▲ His hand and the cigarette are covering his mouth and chin, so they also need to be well defined. Especially the way the lighting affects each finger joint has to be carefully considered.



▲ I wanted to show the light through the blinds in a little different way than the rest of the lighting, so I used "Pin" + "Impassioned" brush and did some additional touch up work.



▲ Jinggi is best known for his smoking in the illustration, I wanted to show a more sultry burning cigarette with just a bit of smoke rather than the big clouds. Technically, this smoke should be affected by the lighting through the blinds as well, but I did not apply it in the same way because I wanted to alter the overall mood of the illustration.

TIP

In Painter there are some brushes that imitate various famous painting styles. Impressionist is one of them and it uses many smaller brush strokes.



✓ impressionist



- 1 Modified "water brush" in Painter 8
- 2 Impressionist
- 3 Impressionist in Painter 8 is improved with more functions: it takes underlying colors and applies the effects in three as well

7. Typography

I was supplied with the official logo from the Japanese publisher. It was restored in the generic EPS format, so I restored and put it into the image.



8. Complete

Finally it's completed. Usually a remake of a popular character is a very difficult task, especially when it's something that's been done by a famous artist like Katsuya Terada. But it's a great way to study and learn why a particular character is such an attractive character.

In this lesson, like in the previous one, we looked at how to remake a well-known character that had previously been created by another artist. In the next lesson, we'll return to making original illustrations.



Next stop: Purgatory.

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Or two.



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AM, REP,
THE POOLISH
AMBASSADOR OF
BARBARD

SHOOTING THEMSELVES
INTO DESTRUCTION
KILLING THEMSELVES IN
OVERCROWDED WARE
STRAWING BELIEVED SO A
SELECT FEW MIGHT GROW
INT, SAYING THE LOVE
WASTING ALL, NO HAVE
BEEN GIVEN.

AND ALL THE
WHILE THINKING
WOULD MAKE
THE WORLD A
BETTER PLACE.

INFINITE.

THIS IS THE PLACE.
AM, BOO GALL, IT
TURNS BECAUSE OF
SOME LOVE.

IT IS A
REFLECTION OF
YOUR OWN BLACK
WORLD.

DEAR BARBARD
BURN BACK OF
LIFEHOOD TO THE
CRAZY DISMAY-BAY
GIVE AN ETHIC
LECTURE?

NO.

AND SPEAK THE
TRUTH, WHEN TELL
BOY OF YOUR OWN
PINKY TOWN ARE ALL
AROUND YOU.

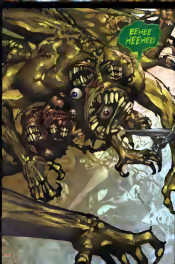
THERE ARE
THE LOST
SOULS.

THE MEN AND
WOMEN WHO GAVE
THEIR LIVES TO THE
CRYSTAL MACHINES OF
WINDMILL, SACRIFICED
FOR GOOD DEEDS
AND LOVE.

ONCE, BECOMING,
THEY WERE
GLORIED BY THE
LORDS OF THE
OIL, BUT HE
IS NO MORE.

NOW
TOWN HOW
TO ME!









WE'RE SURROUNDING!

THEY'RE NOT GOING OUT!

THEN WE FIGHT!



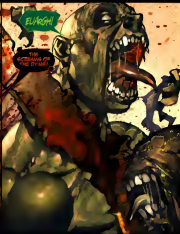
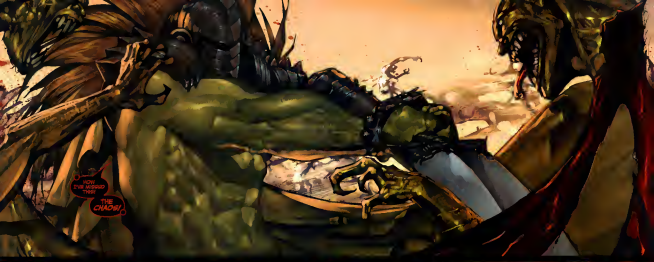
WE FIGHT, AND WE KILL THEM.

AND IF THEY KEEP COMING, WE KEEP KILLING THEM, NO MATTER HOW MANY THERE ARE OR HOW LONG IT TAKES, UNTIL EVERY ONE OF THESE DAMN THINGS IS DEAD.

OH, WE ARE.





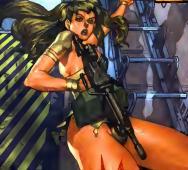




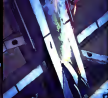












THAT
WILL ONLY
KILL THEM
DOWN.



IF I
CONTROLLING
THAT THING
FROM NOW ON
A
TRANSMITTER,
SOMETHING LIKE

WHATEVER
IT IS, WE NEED TO
FIND IT AND SHUT
IT THE HELL
DOWN!













Before the Lesson,

In this lesson, I prepared a fairly simple drawing to show a faster and easier procedure.

If the focus is on lighting, details lines and shading, the drawing gets heavier and it takes more time to finish. It is not easy to draw a soft and fun illustration in a short time when you are not fully experienced.

So this time, let's try a soft and fun illustration to enjoy the full procedure from start to finish.

I. Original

Since this lesson is about soft and light drawing, I changed the style a bit.



The characters for this lesson are members of 'Minazuki', a group of goofy dragon slayers. From the left, there's the cat sword man 'Fetuccine', the leader with the best 'Lingaine' and the cyborg 'Ravio'. Ah, and don't forget the brave duck 'Penne'. he's a great pleasure to meet (^-^)

Hmm... even though they are great 'dragon slayers', they don't really seem powerful, do they? They're an unlikely combination of fighters. 'Lingaine' in the middle doesn't seem strong.

enough to handle those two big swords, and 'Ravio' looks like a wild priest, but she's carrying large swords of Katana style. 'Fetuccine' appears to be the strongest, but he is smaller than the others.

Well, at least we have the brave duck, 'Penne', don't we?

Now, while we were busy mocking the cute characters' styles, the basic sketch has already been completed.

In this drawing, the lines are very important. So it is essential to finish the lines in a clear, detailed way. To do this, it is handy to use the 'Thumbnail' procedure. Thumbnail generally means the small sample images that show a preview of the big image on the internet, but the original meaning is a rough sketch that shows the angle and composition of a drawing. (It is said that the word originated from an artist who had no paper, so drew a simple sketch on his thumbnail, believe it or not.)



Based on the Thumbnail, you should draw a clean new sketch focusing on the composition. Generally, you just keep the Thumbnail drawing in mind while sketching it again, but when you want it to be an exact copy, it is more efficient to use a light box. But to refine the composition and the form, it is better to draw it again without using the light box.

2. Scan and Edit



- 4 The sketch is scanned at 300-600 DPI as usual. Since the pencil sketch lines will be kept throughout the drawing process, it is very important to clean up and adjust the lines after scanning. Enlarge the drawing to 200-300% for the procedure. After some level adjustments, clean up the unnecessary rough lines using Photoshop, and then bring it to Painter.



- 4 Since we are going to make adjustments without shading the expression of the pencil lines, it is important to choose a brush that allows this to be done. Some of the basic brushes are very effective for doing this. You can choose any brush you like. (Sharp Pencil is my favorite.)

If you're done with the lines, it's time to start coloring.

3. Painting - Base painting



- 4 The illustration should not be too heavy, but to also to prevent it from becoming too light, use some brown color in the base painting.



- 4 After painting the general color of the skin, start painting the characters individually.



- 4 Add shading to the base color, remembering to consider the light. The point of this illustration is to keep the painting clean and simple. So try not to use too much definition when doing the shading.

- 4 In some parts, much of the detailing can be done in this stage. Since more difficult detailed techniques such as different light sources or deep shading will not be applied to this drawing, it is easier and more efficient to complete most of the details in this primary painting stage.



- 4 For the shoes, fill them with some base color, and then add some simple touches of the bright and dark tones to make them close to completion.



▲ Now, let's go to Tortuzcone on the left. Paint the body with easy touches and then define the weapon with some detail.



▲ In defining dark parts, it is more practical to do the painting in a reverse order - from dark to bright. (This can also be applied in other parts.) First put the dark shade on as a base, and then apply the bright and middle tones. This leads the human's brain to automatically imagine the shape of the dark parts and complete the drawing within one's head.



▲ Now, Flavel. First, she needs some base coloring, similar to the others. Since the illustration's general tone is brown, I gave her a touch of sea blue to attract attention and make her the focus point of the illustration.



▲ For her hair, I paint it pass for the base color and put in some simple details for highlights. Try to keep the process as easy and simple as possible.



▲ Now, for the details of the weapon, use the same method used with Tortuzcone's weapon.



▲ One of the most important things you have to keep in mind in drawing a fast and easy illustration is that you have to keep each process clean and simple. If the excess paint is removed at each stage, the final finishing will not take much time.



▲ For the weapon, add dark tone to the base color, and then define the highlights.



▲ Now it's time for Lingene's weapon and Penrin. Follow the same order of 'base painting-shading-adding highlights' for this stage.

The base painting stage is done now. As you can see, the drawing is almost finished at this stage. By drawing this way, you can save a lot of time.

4. Painting - Detail up

Before doing the details, let's change the mood a little



Since the illustration is very soft and light, the white in the background makes the drawing a little dim. Usually, I paint the background color at the beginning, but this time, let's paint it now.



Now, let's go into the detailing. First start with the accessories and other small parts.



Also carefully finish some patterns.



After that, drop all the line layers. Then it becomes possible to adjust the pencil lines and coloring all together.



And then, start the final touch-ups. In a simple and soft illustration such as this one, it is very important to focus on the faces to give more life to the drawing.



Then finish sharpening up the tattoos and other small parts. And don't forget Penne, especially his back.

When the details are mostly done, adjust the general mood using the Contrast menu of Photoshop. By highlighting Lingue's contrast and luminosity, some distance can be defined between Lingue's and others. This will be the final touch for this drawing.



5. Complete

Finally, "Venezia" is completed. I hope the drawing shows the full excitement they feel in starting an adventure. The illustration itself seems rather simple, but sometimes it is nice to try a soft and fun drawing instead of a heavy, serious one.

There are a lot of ways to enjoy drawing a fun illustration without considering all the complicated functions of CG or the exact use of colors. Try to focus on 'What to draw', and enjoy yourself in the process.



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The cold streets. The cold hell. And the burning of Black Steel.

The end of the day, and the beginning. And the beginning of the end. Two cities
have been opened by a golden sword, each trying to become the new hope.

A golden sword found, a new company found. From the other world, a new
company found by the golden sword, the end.

The end of the golden sword, the end of the golden sword, the end of the golden sword
the end of the golden sword.

The end of the golden sword, the end of the golden sword, the end of the golden sword,
the end of the golden sword, the end of the golden sword, the end of the golden sword.

The end of the golden sword, the end of the golden sword, the end of the golden sword.



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MAD

6

1/2

MEGA CITY 909

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Kano & Zerk

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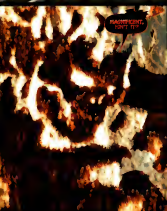
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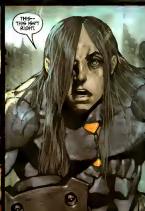
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WASTECENT, FORT IT?



THIS—
YOU DON'T
RIGHT.



WENT BECAUSE
THAT'S NO COMMON
TO THIS WORLD
COMMON. WITHOUT NO
WISDOM, FORTING AN
BECOME, SINCE YOU
YOUR CONCEPT?



THIS IS
NO PLACE OF
EVIL, ONLY IT IS
A PLACE OF
CHAOS.



THAT WAS
THE SAME
THING.

WORLD, THE
GREATEST EVIL
TEND TO BE CAUSED
OUT BY A SINGLE
EFFICIENT HUMAN
ORDER.

WHILE THE
MOST GOOD HAS
BEEN DONE DURING
TIMES OF CONFUSION.



OUT OF
CHAOS, SOME GARRONS
WAS ONE WITHOUT
THE OTHER. CHAOS
-SHAPING CHAOS, AND
ORDER FEELS CHAOS,
WHICH TO WAS
BALANCE MOST OF
NATURE.



SOME
MAYNERS IN
CAPITAL FORGOT
DEUT.

THEY SOUGHT
TO CREATE A
WORLD OF PEACE
DOWN WITH THEIR
COOLING NEURAL
IMPLANTS.



BUT WHILE THEY MAY HAVE
ELIMINATED MANHORN'S
ABILITY TO EXPRESS ITS
DARKER EMOTIONS, THOSE
FEELINGS THAT CHAOS-
STILL BURNS.

IT'S JUST
FOUND ANOTHER
WAY TO GET
OUT.



THE
FLOOD.



THE ARTIFICIAL
ORDER OF EARTH
CREATES
MONSTERS.

WHILE
THE UNBROKEN
ORDER OF THIS
PLACE BATTLE
WILL SEE FOR
ITSELF!



BE
AFTER!



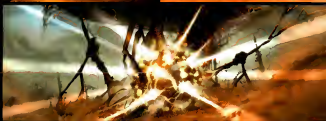
YOU CAN
OUTLAST
US!

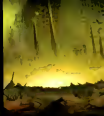


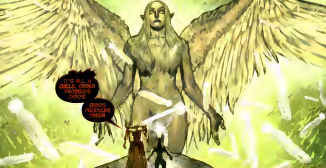
BE
AFTER!



THE
ORDER
OF EARTH
CREATES
MONSTERS!







IT'S ALL A
CIRCLE. ORDER
PROTECTS
CHAOS.

CHAOS
PROTECTS
ORDER.



AND ON THAT
NOTE, I SHALL
TAKE MY
LEAVE.

WHAT?
NOW?



BEHOLD, DIMENSIONAL
GATES WERE TO
ONLY THE MOST
ENLIGHTENED. PERFECT
MIND. I'M AFRAID
YOU WON'T
UNDERSTAND.

GET AS HAPPY
WORK AS YOU'RE
A PIONEER. THE
FIRST LIVING
WENT TO WHAT
WILL.

WHO KNOWS
PERHAPS
THOSE THREE
WILL HAVE
NOT TAKEN
NONE.



HAHAHAHA!

KUSANAGI!

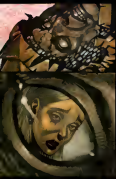


YOUNG
GOLDIE



HELP
ME.















TAEP!



UP!



...GODS!
THANKS

IT'S WHAT
I'M HERE
FOR.



THE
WORLD IS
BROKEN
APART.
I'VE
GIVEN

WE
NEED
TO
GET
TO
THE
BOTTOM

YOU
CAN'T
OUTRUN
THE
APPROACHING





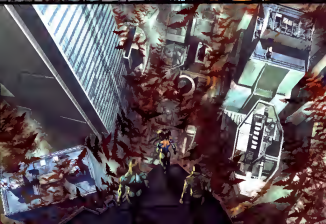


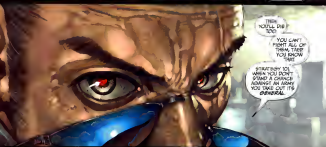








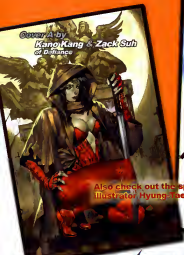






The City At The Edge Of The World - Megacity909

An Ongoing series from the creators of Defiance



Cover A by
Kana Kang & Zack Suh
of Defiance



Cover B by
Manga Supervisor
Mark Lee

Also check out the special art tutorial by the famous
illustrator Hyung-Tae Kim of Magnacarta!!

MEGACITY909

Issue #7

Written by: **Jacob Lee, Andrew Dabb**

Art by: **Kana Kang, Zack Suh**

This Issue

Kusanagi's minions pour into the city, slaughtering all who stand in their way, and while Trep, Beehive and Yuno do their best to fight back the battle there are just too many of them. Meanwhile, Jerome and Dr. Jerome search frantically for a way to stop Kusanagi once and for all but with little luck. Annihilation has arrived-the world is ending-and there's nothing PHOBIA can do about it.

COMING SOON TO COMIC BOOK STORES NEAR YOU

MAY 2005

Studio ICE and Devlin's Due presents an exciting all-new comic series, MEGACITY 909

www.gulfink.com

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Before the lesson,

In this lesson, we will go over a drawing that integrates all the methods we have learned thus far. It is a 'drawing with a story'. It is a drawing with a background, a main scene and a plot. Since it will utilize a lot of different usages of layers and also some special effects, it will be a comprehensive study and review of all the methods we have learned up to this point.

However, it will not be too difficult to follow. Just by looking over the process, you will be able to grasp the general idea of how a CG scene develops.

Now, let's start the lesson.



1. Original

The illustration that we will use this time is an image illustration from the fantasy novel 'Sorcerer and Sorcerer', published by ©White Wolf.

It's a scene of a female sorcerer who can handle butterflies. She is using her power against the army of the emperor. To illustrate the severity of the emperor's army, it would have been better to use high-angle and long-take shots. But to emphasize the sorcerer and her magic powers (and also to avoid drawing all the soldiers ^^), I used a low-angle composition for the scene instead. This way, I could also emphasize the very figure of the sorcerer.

First, draw a thumbnail to see how the composition works. Then, draw a semi-detailed sketch. In this drawing, I decided to draw in the castle and the butterflies afterwards, so I focused on and sketched only the sorcerer and the soldiers in the preliminary sketch.

2. Scan and Edit.

I scanned the sketch with an A4 scanner. I use Epson Perfection 1670, which can scan up to 1600 dpi on 16 bit gray scale, but I don't even use 1/4 of the full capability of the scanner. I usually use B4 paper for sketches, so it would be better to have an A2 scanner, but as I've said once before, A2 scanners are unreasonably expensive. It is a pity.

This sketch was scanned at 300 dpi as usual.

3. Painting - Base painting & Character detailing.

In this drawing, you have to apply different colors to the background, the soldiers, and the main character, so the base painting takes a lot of work. Let's go through it step by step.



▲ First, paint some base color in, and then outline the general contours of the background.



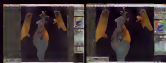
▲ Now, paint in some base color for the main character. This procedure will be done on a single layer, and then separated afterwards. After painting the color of the skin, add some shading following the dark lines.



◆ Then, sculpture the details within the shaded parts. This will be the most important part of the base painting in this drawing. There are more light reflection details than dark light details, so it is very important that the details are done properly within the shaded areas.



▲ The same thing is done with the hair. Make sure that the light reflecting can be seen within the shaded regions.



- ▲ With the outfit, first paint some dark colors for the base, and add the bright shades afterward. To do this, create a new layer for the coloring procedure.



- ▲ Now start with the parts that have direct lighting. Let's take a look at the separate layer.



- ▲ Now the arms. Follow the same procedure as done with the outfit.

- ▲ Also highlight the fur on the back of the character.

Now, the overall scheme of the main character seems to be done. So let's start doing some detail touch-ups. For the most noticeable, the main points of detailing are the face and torso of the outfit.



- ▲ First, take a look at the procedure for the face.



- ▲ Then, look at the facial expression, and other details of the outfit.

Now we're done with the detail touch-ups of the main character.

4. Painting - Background



- ▲ Now let's start the background. First, the soldiers. Create a new layer for the soldiers, and paint in some base colors.



- ▲ Turn the "Inverse Transparency" option on to avoid getting the paint out of the selected areas, and paint in some details.





- ▲ Now, let's work on the direct light with the soldiers.



- ▲ Now let's go to the background of the main character. Select the inside of the gate using 'Selection' tool of Photoshop and crop it to make a new layer.



- ▲ Add some gradient to the cropped part, and then move on to the details. To keep it from becoming too complicated, try to stick to the outlines and the lighting.

- ▼ Then, to create the appearance of some distance between the background and the soldiers, add a fog effect to the background.



- ▼ This is what the finished background looks like.

- ▼ Finish up the details on the front of the gates for the final touch.



5. Painting - Effects

Now it's time for the firebird and the butterfly.

They are all drawn in Photoshop, so keep it in mind that the lines used before will be the lines used in Photoshop.



- ▲ First, draw the outline of the firebird.



- ▲ Use the paintbrush tool to fill in the outlines of the firebird. Then, invert the colors, and refine the drawing.



- ▲ Create an alpha channel for the drawing and copy it. Then just take the white part (by using Load Selection) and paste it on the original drawing.



▲ Now let's go to the butterflies. First draw some butterflies on Photoshop. Use Copy & Paste to fully fill the screen



▲ Then, select the butterflies (Press Ctrl+Lalt mouse button on the layer with the butterflies to select them) and then make a new layer, and add Stroke to the selected post.



▲ Select the original butterflies again, and add Gaussian Blur effect on the lines



▲ Copy the layer, and without selecting any parts, add Gaussian Blur to the total layer to lower the Opacity. This will help add a blurry feeling to the butterflies.



▲ Finally, select a few butterflies and add Motion Blur effect to make them look like they're moving fast.



5. Complete

Finally, the illustration is completed. It seemed to be a little complicated this time, but I think it was helpful to take a look at the full process starting with the background details and continuing through to the special effects.

If you pay attention to every detail of an object, drawing a complicated illustration is not so hard. But the most important point is the total balance of the composition, color, shades and angles. Try to look at the trees and the forest at the same time, and you will be able to get a good result.



Reality shatters.

The wall between our world and the spirit realm has been torn down,
freeing long forgotten evils, things spoken of in whispers if at all.

Monsters pour into the city, cutting its streets in veins of blood and havoc,
clearing the way for their master: Kusunagi,
the mad god bent on punishing humanity for its weakness and hubris.

PHOENIA fights, but they know deep down that even if they win, they lose.
Hundreds of people are dying each minute as the demonic hordes exact their lord's revenge,
and there is nothing the team can do to bring them back.

The chance to defeat Kusunagi and spare the world has passed,
now the best they can hope for is survival.

And even that is nowhere near guaranteed.



www.studioice.com



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ODP

7 2ND
ISSUE

MEGA MAN 909

Cover A
Kano & Zack

KANO
BOM
DODGE
LEE





GDP

7 **2**
ISSUES

MEGA CITY 989

Cover B
Mark Lee

PORE
SLIM
DAB
LEE



MEGA00909

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THEY'RE
SECURE.



BARKSHIT?



JEROME!
HILL OF A DUMB
DON'T IT?



RUN IF YOU
WISH, JEROME.
IT MATTERS NOT!
COULD BEING LIKE
ALL THE REST?

TOMORROW
THE PLANET
CALLED
HUMANITY
ENDS!

TOMORROW
THE WORLD, MY
WORLD, GOES
AWAY!







THE GREEN DOTS
REPRESENT FOREIGN
FORCES IN THE CITY.
THE RED IS THE
BARRIX.

LOOKS
LIKE WE'RE
WINNING.



FOR NOW BUT
ONCE MY MEN GET
IN THERE WE'LL DRIVE
THOSE BASTARDS
BACK TO WHEREVER
THE HELL THEY
CAME FROM.



IF YOU'RE SMART
YOU'LL HAVE YOUR
FINGERGUNS FORM
A PERIMETER AROUND
THE CITY AND CALL IN A
TACTICAL NUCLEAR
STRIKE.



A MURDER ARE
YOU SAYING IT THERE
COULD BE HUNDREDS
OF THOUSANDS OF
CIVILIANS STILL ALIVE
OUT THERE!

THEY'RE
READY ONE WAY
OR ANOTHER, WE'VE
AS WELL MAKE IT
EASY.





THIS IS GENERAL
ABOUT TO ALPHA
AND BOMB COMMISSION

MOVE
OUT!





LET THEM COME, WE'LL REDEEM THEM!

LET THEM WALK THE PATH TOWARD THEIR OWN DOOM!







THE CONTROL ROOM
CAMERAS AND I WERE
IN WITH THE PRIMARY
ACCESS POINT TO EDEN'S
MAINFRAME, BUT IT'S NOT
WHERE THE HACKERS
ARE VIBRANT.

THEY'RE
HERE IN A TITANUM
ARMOR? MUST BE
THEIR FAVORITE
TOP FLOOR.



THIS ENTITY WAS
BORN IN THOSE
SERVERS.

AND, WHILE IT'S OBVIOUSLY
MOVED BEYOND A SIMPLE
COMPUTER PROGRAM, THEY
SHOULD STILL CONTAIN
MOST OF ITS—FOR LACK OF
A BETTER WORD—
ESSENCE.



SO WE
BLOW THEM
IN NO MORE
MAYBE?

THEORETICALLY
WITHOUT THE BITS AND
PIECES OF EDEN'S
PERSONALITY THAT GIVE
THIS THING SHAPE AND
INTELLIGENCE, IT'S JUST A
COLLECTION OF FIBER-
FLOATED PSYCHIC
ENERGY.

DESTROY
IT'S EASIER. THE
BODY WILL
WITHER AND DIE.



WITH THE
PEACEKEEPERS OUT
THESE DISTRACTING
KIBBLYNTH FORCES, WE
MIGHT BE ABLE TO FLY IN
UNDETECTED, LAUNCH THE
MIND-WEED ON A THIRTY-
SECOND TIMER, AND GET
THE HELL OUT.

LOT
OF WAYS THAT
PLAN COULD GO
WRONG.

AND IF IT
DOES, WE DIE. BUT
LIKE YOU SAID, WE'RE
PRETTY MUCH DEAD NO
MATTER WHAT HAPPENS
HERE, MIGHT AS WELL
GO OUT FIGHTING.

RIGHT.



NO, WAIT. WE'RE
GOING TO PILOT A
COPTER OVER AN
ARMY OF DRIVING
TOWNS, AKA INTO
THE MOUTH OF
WHAT'S BASICALLY
THE DEVIL, PEOPLE
THAT HAVE LESS
THAN A MILLISECOND
TO OUTRAN A NUCLEAR
BLAST?

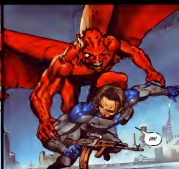
YES.



OK, I LOVE
THIS JOB.











The City At The Edge Of The World



MEGACITY 909

An Ongoing series from the creators of Defiance

Issue #8

Cover A by
Super Manga Artist
Mark Lee

The final issue of the critically acclaimed,
mind bending mini-series - coming soon!!

Coming soon to bookstores near you.

JUNE 2005

Studio ICE and Devil's Due presents an exciting all-new comic series, MEGACITY 909

Also check out
the special art
tutorial by
the famous
illustrator
Hyung-Tae Kim
of Megacastle!!

Cover B by Zodd

The final issue of the critically acclaimed, mind bending mini-series is here! Betrayed by one of their own, PHOBIA must band together to stop Kusanagi and his demonic army. With the fate of the world hanging in the balance, and a little help from above, Vasio, Joeminae, Taep, Boenhe and Jerome undertake a last, desperate mission – one not all of them will survive.

PC 32p \$2.9 Monthly

Also check out the previous issues of the first story arc(still available)!!

Megacity999 #1
Megacity999 #2
Megacity999 #3
Megacity999 #4
Megacity999 #5
Megacity999 #6
Megacity999 #7



Writer: Jacob Lee, Andrew Dabb
Artist: Kano Kang, Zack Suh

It is a time for heroes.

With Kuzon'sis domoio reborn, overraining the city,
Vaseo, Jazmína, Eleanora, Hock and Targ must stand together and face them down!
But what can five people against a legion-army hell itself?

Meanwhile, the government controlled military is closing in,
requiring the city for all the good it does.
The citizens are suffering, but do they see the end result the better?

And just when it looks like things can get no worse, Clara, the mysterious heroine,

PhOENIX is betrayed by one of their own.



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It is a time for heroes

With Kusanagi's demonic minions over-running the city,
Vasto, Jaegerman, Beardsley, Hook, and Taso must stand together and face them down.
But what are five people against a legion from Hell itself?

Meanwhile, the government controlled military is closing in,
squeezing the city for all the good it does.
The citizens are still dying, but at least the end result is the same.

And just when it looks like things can't get any worse, the unimaginable happens.

PHOBIA is betrayed by one of their own...





NEW 00909

Kusanada's minions pour into the city, slaughtering all who stand in their way, while Terry, Rosemary and Vond do their best to fight back the hordes, there are just too many of them. Meanwhile, Jaxx and De-Jax are searching frantically for a way to stop Kusanada once and for all, but with little luck. Armageddon has arrived - the world is ending - and there's nothing PHOENIX can do about it.





NEO 009

Kusanagi's mission is to save the city, slaughtering all who stand in their way, while Tony, Reanna, and Vaino do their best to fight back the hordes, there are just too many of them. Meanwhile, Jaxxman, and Dr. Quince search frantically for a way to stop Kusanagi once and for all, but with little luck. Armageddon has arrived, the world is ending - and there's nothing PH009A can do about it.





DOP

8 12

MEGA CITY 909

Cover A
MARK LIT

KANG
SUH
DABB
LEE





DOP

8 12

MEAT 909

8
2000

KANG
SUH
DAB
LEE



Created by KANG KANG, ZACK SUH

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I DON'T HATE TO A MUCH MUCH WORSE PLACE

YOU SICK PIG!



HKS!

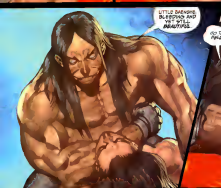


AND I DID IT BECAUSE I WANTED TO



IT WAS MEAN











YOU
HAVE CALLED
JAFRETO, AND
THE TRANSTU
HAVE COME.

I WANT THIS
MAN TO LIVE
AGAIN.



SUCH THINGS ARE
FORBIDDEN. DEATH
TAKES WHAT IS MINE.
THAT IS THE WAY OF
THE UNIVERSE.

SAY THE
LECTURE CAN
YOU DO IT OR
NOT?



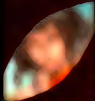
THE TRANSTU
ARE THE
GUARDIANS OF
THE FATHOM'S
TO THE
AFTERLIFE.

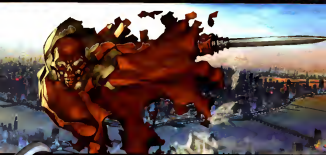
IT MAY BE
POSSIBLE TO
FIND THIS MAN'S
SOUL, AND
RETURN IT TO
HIS BODY.



IF YOU ARE
WILLING TO PAY
THE PRICE.

HELP ME
AND YOU CAN
HAVE WHATEVER
YOU WANT.

















BOA-KOON



If you've seen the facts, you know what happened next. They've been running footage captured by the Eye of God news(rop since it happened.

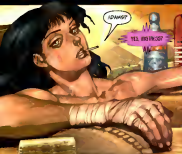
The unstable psychic energy enveloping NZEN amplified the micro-nukes' blast.

The good news is it was enough to destroy Kusanagi and his army.

The bad news is it took out nearly a quarter of the city as well.

Six hundred and seventy-two thousand died, give or take. A few trillion in property damage.

But, like I said, you knew all that.



While others suffered
for deeper wounds

DO YOU
REMEMBER
ANYTHING
ELSE, TERRY?



IT WAS
DARK AND...
COLD!

I WAS ALONE
AND I THOUGHT—
NO, I KNOW THAT
THIS IS HOW IT WAS
GOING TO BE
FOREVER



I WAS DRIVEN
FORWARD FOR
SOMETHING



I WAS IN
HELL...



AND ONE DAY
I'LL HAVE TO
GO BACK



My visit in demand requested
an indefinite term of absence.

I haven't heard
from her since.



Boy Down
before your
Queen!



You
did well,
Tarretto.



Your
destiny
has been
fulfilled.





Then there's Hook.



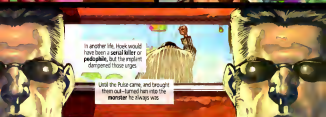
The researchers in the Crypt replaced his neural implant; he doesn't remember any of what happened.

Lucky bastard.



The new Masey is that. Rules are attracted to people with a dubious pro future. Which, roughly translated, means "potential for evil."

Some punk of brain chemistry that makes a person unstable and aggressive. Violent.



In another life, Hook would have been a serial killer or pedophile, but the implant dampened those urges.

Until the Pulse came, and brought them out—turned him into the monster he always was.



They tell me he's fine now. Back to normal.

But I figure better safe than sorry.

FBI





AFTER AN EXTENSIVE INVESTIGATION WE HAVE DETERMINED THAT THE BOMBING OF THE DATEN BUILDING AND RESULTING DESTRUCTION WAS CAUSED BY AN ANARCHIST GROUP CALLING ITSELF THE GOLDEN DAWN.

USING A COMBINATION OF CONVENTIONAL WEAPONRY, IMAGE GENERATING TECHNOLOGY AND PSYCHEDELIC DRUGS INJECTED INTO THE CITY'S WATER SUPPLY THIS GROUP CREATED A FALSE REALITY.

THE "TERROR" AND "ANARCHY" PEOPLE SAW WERE LITTLE MORE THAN BRILLIANTLY CONSTRUCTED ILLUSIONS MEANT TO CAUSE FEAR AND ULTIMATELY BRING DOWN OUR FREELY ELECTED GOVERNMENT.

THANKFULLY THE GOLDEN DAWN HAS STOPPED BEFORE THEIR PLANS COULD REACH PRATICE, BUT ONLY AT A HEAVY PRICE.



TO THOSE OF YOU THAT LOST FRIENDS AND FAMILY DURING THE FIGHTING, I OFFER MY HEARTFELT SYMPATHIES.



AND THE HOPE THAT SOMETHING LIKE THIS WILL EVER HAPPEN AGAIN.



The End

PHOBIA TEAM

CHARACTER SKETCH



HOEK



JAEMINAE





BAENSHE



TAEP





It ends here

After facing down monsters, traveling to Purgatory, staring into the eyes of a god, and surviving hell itself,
PHOENIA has at last come to the final moment in their battle to save the world

The question is, can they do it?

Hoek has been possessed by some otherworldly force

Taep has died

And the fiery demon Kusanagi looms ten stories high, raining fire and death down upon the city.

Now, amid the chaos, the remnants of PHOENIA-Vipers, Baerzhe, Jasmine
and Dr. Jerome have one final, desperate gambit, with the fate of humanity hanging in the balance

And one of them will make the ultimate sacrifice.



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Remembrance

After facing down monsters, invading of Purgatory, saving the life eyes of a girl, and spawing their souls, PHOENIA has at last come to the final moment in their battle to save the world.

The question is, can they do it?

Heaven has been peacified by souls or previously begun
Transfiguration

And the fiery demon Katsuragi found her destiny again, raising her and dying down upon the city.

Now, amid the clouds, the remnants of PHOENIA-Vassio, Barlowe, Jefferies
and Dr. Jerome have one final, desperate gambit, with the fate of humanity hanging in the balance.

And one of them will make the ultimate sacrifice.



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NEW 52 909

The final issue of the ~~legendary~~ ~~multimedia~~ ~~and~~ bending mini-series is here! Betrayed by one of their own, ~~Rebels~~ ~~must~~ ~~band~~ ~~together~~ to stop Kasevagi and his demonic army. With the fate of the world hanging in the balance, and a little help from above, Wanda, Jeannine, Tieg, ~~Barbara~~ ~~and~~ ~~Jerome~~ undertake a last, desperate mission - ~~and~~ ~~not~~ ~~all~~ ~~of~~ ~~them~~ ~~will~~ ~~survive~~.



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